JOB SHEET 10-3
OS/32 DISPLAY COMMANDS
DISPLAY TASKS

INTRODUCTION

The **Display TAsks** command lists status information for tasks currently loaded in system memory. The default command lists all tasks and associated information. An option is available that displays information for a single specified task. The information for each task includes task size, memory resources, priority, and execution state.

This command is used to find the status of a task. If a task is *paused* or *dormant*, you have to cancel it out of memory. This command is also used, during the PUPDOWN procedure, to ensure that all tasks are cleared from memory. You will use the Display Tasks command in the power down procedure in JOB SHEET 10-6.

OBJECTIVE

Use the OS/32 command Display Tasks at the PUP System Console.

REFERENCE

NWS 6-631, OPERATIONS INSTRUCTIONS: PUP GROUP, Tables 1-8 and 2-2.9.

PROCEDURE

At the PUP System Console...

1.   Type **D TA** and press **RETURN**.

   -      The response lists the task name and associated information for all tasks currently loaded in the system memory.

   -      This display scrolls rapidly to the end of the list.

PROCEDURE TO LIMIT THE OUTPUT TO A SPECIFIC TASK:

1.   At the PUP System Console, type **D TA** and a task id from the list, then press **RETURN**.

   -    As an example, use the task **A418**. The task id can be any task listed on the screen from the D TA command. Note that only the operator-specified task and associated information are displayed.

   -    Example of output:

```
*D TA
TASK-ID     SIZE    SHD  SYS     PRI  LPU#   STATUS
A418      1861.00   2   1.53     128   Ø     WAITING TRAP
A4Ø3      1941.25   3   1.48     128   Ø     WAITING TRAP
A4Ø5      1941.00   2  14.Ø2     128   Ø     WAITING TRAP
A4Ø7      2Ø85.00   2   2.Ø9     128   Ø     WAITING TRAP
A411      2125.00   2   1.38     128   Ø     WAITING TRAP
A4Ø1      1941.00   2   1.34     128   Ø     WAITING TRAP
A4Ø6      21Ø1.00   2   1.56     128   Ø     WAITING TRAP
A4Ø2      1897.00   2   1.34     128   Ø     WAITING TRAP
S3Ø9M1    2Ø67.00   1   2.81      9Ø   Ø     WAITING TRAP
```

SIZE   - Sum of all segment sizes used by this task in KB
SHD   - Number of shared segments used by this task
SYS   - Current amount of system space used by this task in KB
PRI   - Priority on the CPU, low number - high priority
LPU#   - Logical processor unit assigned to the task.
            The Ø indicates the CPU.

STATUS - Gives current execution status of the task.
         WAITING..task is waiting for completion of certain events
         READY....task is ready to run on CPU
         DORM.....task is dormant...not currently active.
NOTE **PUP will not reinitiate a dormant task, you must REBOOT SYSTEM (PUPDOWN/PUPUP).**

PAUSE....task has hung and must be reinitiated like DORM.
SUSP.....task temporarily suspended by a higher priority task.
            The task will restart on its own.

TRAP..... code is written into program where it is waiting for an interrupt or a command
            from another task which will kick it back into action. No Problem.
WAITING I/O...waiting for an input or output
WAITING IOB...waiting for an I/O block
WAITING TRAP..waiting for a trap
WAITING DORM..waiting for a dormant task

END